AMENDMENTS TO THE SPECIFICATION

Please replace the paragraph beginning at page 11, line 10, with the following rewritten paragraph.

-- A third cubic convolution method is a method of calculating an interpolated pixel value by convoluting a finite-range (-2<x<+2) approximate equation of the sinc function as an interpolating function into four pixel values that are neighboring to the interpolated pixel value. The interpolating function in this method is represented by a graph as shown in FIG. 7. 5. The interpolating function h(x) in the cubic convolution method is shown in the following equation 4. --